

VIDEO GAME CARTRIDGE FOR THE ATARI 5200 SUPERSYSTEM
ATARI(R) 5200(TM)

Swing Into Action With
JUNGLE HUNT*
The Arcade Hit!

* Indicates trademark and (C) of Taito America Corporation 1982

Insert your 5200(TM) game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center of the console, but do not force it. Then press the POWER switch on. See your owner's manual for further details.

GAME PLAY



A leisurely jungle safari turned into a fiasco when your lady friend was kidnapped by two cannibals. They'll turn her into soup if you don't rescue her quickly!

To rescue your friend, you'll need to make your way past four obstacles: a jungle where you'll jump from rope to rope, a river filled with open-jawed crocodiles, a landslide of boulders, and a cannibal campsite where your friend hangs suspended over a steaming pot of soup. Use your joystick to swim through the river and to run on dry land; use the red fire buttons to jump and to use your knife against the crocodiles(see USING THE CONTROLLRES for details).

You'll score points as you overcome obstacles, and you'll also score bonus points for rescuing your friend.

You're given three lives at the start of the game. At 10,000 points you are given one extra life--if you survive that long.

When you begin the game you have 500 seconds to complete your rescue mission. A timer counts down the seconds as you play. The sooner you rescue your friend, the more bonus points you'll earn--so don't dawdle.

The obstacles you'll face are:

DEADLY JUNGLE

To cross the jungle, use your top fire buttons to swing from rope to rope. At higher levels of game play, monkeys appear on some of the ropes. Avoid the monkeys by jumping above or below them. If you touch one, you'll be pushed off the rope.

REPTILE RIVER

The river is filled with schools of man-eating crocodiles. To survive you'll have to either swim out of their way or stab them with your knife. Crocodiles swimming near the bottom of the river are worth more points than those swimming near the surface. You can stab a crocodile if its jaws are partially open, but beware of any crocodile with its mouth fully open--your knife will be useless against it.

While swimming underwater, you'll need to keep an eye on your air meter. If you're still underwater when the meter runs out, you'll lose a life.

Watch out for the Mysterious Murk that bubbles up from the riverbed. If the Murk touches you, you'll float helplessly to the surface and will be defenseless against the crocodiles.

The effects of the Murk last only for a short period--if a crocodile doesn't get you while you're under its influence, you'll recover and can continue swimming.

BOULDER FIELD

After you cross the river you'll encounter a mountain of bouncing boulders. Avoid the smaller boulders by jumping over or ducking beneath them. Avoid the larger boulders by jumping over, running beneath, or ducking beneath them.

CANNIBAL CAMP

Jump over the two dancing cannibals to reach your friend--she's hanging just above a cauldron of soup. After you pass the cannibals you must jump onto the rope that is holding your friend. Be careful! If you don't time your jump correctly, you'll fall into the pot.

AFTER THE RESCUE

After a touching reunion with your friend, you'll return to the Deadly Jungle for the next level of game play. The game becomes increasingly difficult as you move on to higher levels. You can continue playing until you run out of players, or until the timer runs out.

USING THE CONTROLLERS

Plug one 5200 controller firmly into jack 1 for one-player games; plug a second controller into jack 2 for two-player games. The player using jack 1 controls game selection and starts the game.

Use the fire buttons to jump over boulders and onto ropes, or to use your knife in Reptile River. A bottom fire button will repeat any function as long as it remains pressed; a top fire button will perform a function only once each time the button is pressed.

Use your controller to maneuver through these sections of the jungle:

DEADLY JUNGLE - Use a top fire button to jump from rope to rope.

REPTILE RIVER - Use your joystick to move in any direction in the river. Use any red fire button to stab crocodiles.

BOULDER FIELD - Use your joystick to run right or left. To duck beneath a boulder, simply pull back on the joystick. Jump over boulders by pressing any red fire button--jump even higher by pushing your joystick forward before you jump.

CANNIBAL CAMP - Use your joystick to move right and left. Use any red fire button to jump over cannibals, and to leap onto the rope that is holding your friend.

SCORING

Jumping to a rope	100 points
Stabbing a crocodile (Upper river)	100 points(closed jaws) 200 points(open jaws)
Stabbing a crocodile (Lower river)	200 points(closed jaws) 300 points(open jaws)

Running under a boulder	50 points
Ducking under a boulder	100 points
Jumping over a boulder	200 points
Jumping over a cannibal	200 points

BONUSES

Bonus life	At 10,000 points
Rescuing your friend	3x timer value
Each time you exit a section of the jungle	500 points

STRATEGY

- * The sooner you rescue your friend the more bonus points you'll receive. The Deadly Jungle can be especially time-consuming, so practice jumping from rope to rope as quickly as possible.
- * If a rope is occupied by a pushy monkey, wait until it climbs up to the top before making your jump.
- * A crocodile's underbelly is particularly vulnerable; try to come from beneath when stabbing one.
- * If you want to conserve lives, simply avoid the crocodiles instead of stabbing them.
- * For an extra lift when jumping over boulders and cannibals, push your joystick forward before you jump. Not only will you jump higher, but you'll also stay aloft longer.
- * Sometimes you'll find a large boulder rolling faster than a small boulder--try to time your leap so that you jump over both at the same time.
- * Time your leaps over the cannibals' spears so you reach your friend when she's descending toward the pot. If you leap when she's too high, you'll fall into the soup!

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